MCWL News

Focusing on the last 300 yards...

BGen Catto Assumes Command

Brigadier General William D. Catto assumed command of the Marine Corps Warfighting Laboratory from Brigadier General Timothy E. Donovan on 5 June 2000.

In addition to his duties at MCWL, Gen. Catto will also serve as the Vice Chief of Naval Research at the Office of Naval Research in Arlington, Va.

BGen William D. Catto

Prior to coming to MCWL, Gen.Catto was Commanding Officer of Marine Aviation and Weapons Tactics Squadron One (MAWTS 1) at Marine Corps Air Station, Yuma, Ariz. As commanding officer, Gen.Catto worked with MCWL in the construction of the urban close-air support range,Yodaville, at MCAS Yuma. Yodaville is the only urban close-air support range in the Department of Defense and was developed as an Urban Warrior project.

Gen. Catto held several other billets and commands during his career. He has served in Marine Medium Helicopter Squadron 268 (HMM-268); as an air officer and operations officer in 7th Marines; as executive officer and commanding officer of HMM 163 and was a Marine Corps Fellow with the RAND Corporation.

Gen. Catto's emphasis at MCWL will be developing equipment and tactics for the operating forces with special emphasis on assisting the Marine rifleman in "the last 300 yards of the fight." Coordinating MCWL efforts with the Marine Corps Systems Command, MCCDC's requirements branch and the Warfighting Develpment and Integration Division will also be a point of emphasis.

MCWL efforts will focus on five core competencies — MOUT, asymmetrical warfare, RSTA, command and control/ information technology and wargaming.

"My goal at the Warfighting Lab is developing an organization that provides the Marine rifleman with the tools to win battles," Gen. Catto said. "This will be done in concert with both MCCDC and the operating forces and we will seek their counsel in all of our efforts."

Mission

To improve Naval expeditionary and asymmetrical capabilities, MCWL

-supports Warfighting Development and Integration Division, Training & Education Command, and Systems Command..

-conducts wargames and experimentation to evaluate new tactics, techniques, procedures and technologies.

-recommends to WDID results of experimentation for transition to the operating forces.

Inside This Issue

Col. DiFalco new SPMAGTF (X) commander

Col. Frank J. DiFalco

Col. Frank J. DiFalco assumed command of the Special Purpose Marine Air-Ground Task Force (Experimental) from Col. Robert E. Schmidle on 30 June 2000.

In addition to his duties as SPMAGTF (X) CO, Col. DiFalco will also serve as the operations officer (G-3) at MCWL. In this role, he will be responsible for planning and executing experiments and assessments.

Col. DiFalco comes to his new post after graduating from the 42nd Senior Seminar, U.S. Department of State Fellowship Program at the Foreign Service Institute in Arlington, Va. Previous billets and commands held by Col. DiFalco include Commanding Officer, 1st Battalion, 3rd Marines; Requirements and Programs Branch Head, Marine Forces Pacific G-8 division, operations officer, 3rd Battalion, 5th Marines; director of the Drill Instructor School at MCRD San Diego and second-in-command of the SPMAGTF (X).

Wargaming Division First Step in Experimentation

Developing tactics and concepts for the future battlefield involves much more than theories and position papers. Promising ideas have to be developed and refined before being tested by Marines in the field.

At MCWL, the first step in this innovation and experimentation process takes place at the Wargaming Division. Wargaming belongs to the Lab but is actually a Marine Corps asset with the primary responsibility of executing the Marine Corps Wargaming Program (MCWP). The program is a comprehensive effort focused on advanced policy, concept, and operational exploration at several levels. Title X issues, Joint and external gaming efforts, experimentation track shaping and combat development are also conducted.

Many of these efforts involve other services and Department of Defense agencies. Some projects, such as the Dynamic Decision-Making Wargames, Information Technology Executives Wargame and the Cultural Intelligence seminars, involve civilian and non-government organizations and businesses.

Experimentation Track Wargaming (ETW) is the best-known effort. It serves as a means of exploring and assessing concepts and tactics at the beginning of a project, before resources have been committed. ETW has been used prior to major MCWL projects such as Urban Warrior. For more information about wargaming, visit the Operations Other Than War website at www.ootw.quantico.usmc.mil.

What is Wargaming?

Wargaming is the artificial replication of a situation of competition or conflict not involving actual military forces. It is characterized by human decision-making which impacts the course of events throughout, and revolves around the interaction of two or more opposing forces guided by predetermined objectives, rules, data and procedures designed to depict an actual or assumed real world situation.

Wargaming is particularly suitable for generating, refining and assessing concepts, plans, issues and technologies; assessing alternatives (courses of action); identifying capabilities and deficiencies; replicating conditions difficult to reproduce in peacetime and reducing surprises.

Re-organization final at MCWL

MCWL has recently been re-organized along staff functions. For commands familiar with the Lab, the biggest change is the integration of the staffs at the Special Purpose Marine Air-Ground Task Force (Experimental) and MCWL.

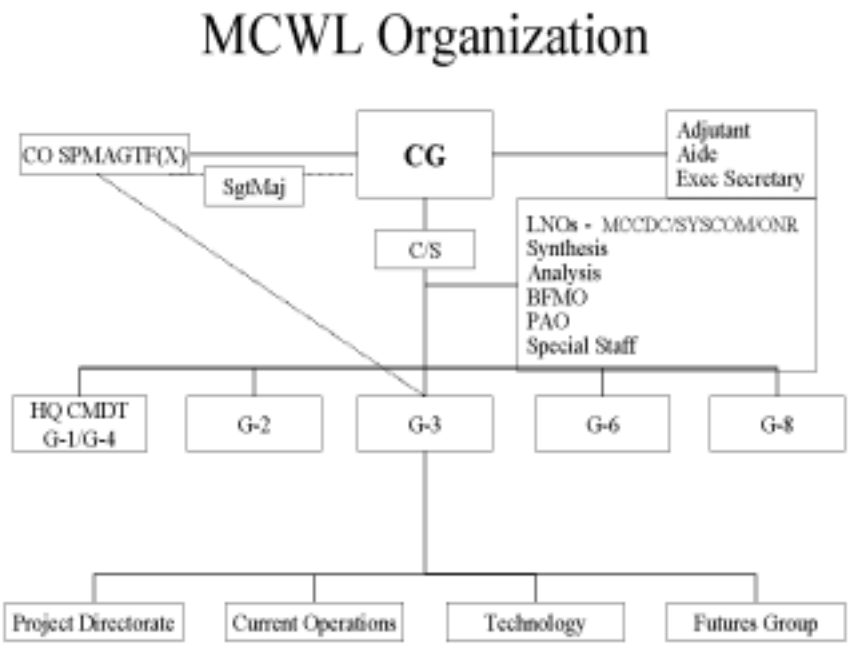
Under the new organization, the Commanding Officer of the SPMAGTF(X) will serve in a dual capacity. The SPMAGTF(X) CO will command the unit and serve as the Lab's operations officer, overseeing both planning and execution of experiments and assessments.

The G-3 section is comprised of a project directorate, responsible for such efforts as Project Metropolis and Project Rifleman, current operations, technology and a futures group. The MCWL liaison officers and personnel at U.S. Army battlelabs and Marine Expeditionary Force headquarters will also report to the ops officer, as will MCWL international exchange officers and special projects.

Other changes are the combination of the G-1 and G-4 functions, the stand-up of the G-2 and re-organization of portions of the command, control, communications, computers and intelligence (C4I) and Information Systems Management Office (ISMO) into the G-6.

Wargaming, a standing division of the Lab, serves as the G-8.

Along with re-organization, Lab efforts will also be channeled into five areas of emphasis know as core competencies. The core competencies are Military Operations in Urban Terrain (MOUT); asymmetrical warfare; reconnaissance, surveillance and target acquisition (RSTA); command and control/information technology (C2/IT) and wargaming.



The Core Competencies

Five areas have been identified as core competencies and all MCWL activities will address at least one of the areas. The core competencies are:

Military Operations on Urban Terrain (MOUT). The urban environment is the most-likely battlefield in the near future. Developing means to deal with this unique environment is essential.

Asymmetrical Warfare — warfare by unconventional, unexpected, innovative or disproportional means — is a likely threat in the near future. Finding and refining methods to counteract this threat will a point of emphasis.

Reconnaissance, Surveillance and Target Acquisition (RSTA) refers to the integration of traditional reconnaissance with national assets and unmanned sensors. Melding these systems to improve situation awareness and creating a warfighting advantage is the goal.

Command and Control/Information Technology (C2/IT). The continuing evolution of netcentric warfare and over-the-air internet systems will greatly effect command and control. Harnessing and integrating the right information technologies is central to developing this core competency.

Wargaming. This division is a Marine Corps capability and will be used to develop the courses of action for future experiments and projects.

Millennium Dragon to examine RSTA and C2 issues

The Millennium Dragon limited objective experiment will take place at the Air National Guard Combat Readiness Center in Gulfport, Miss. and at Camp Shelby, Miss. from 8-12 September. The experiment will examine command and control issues and the development of a reconnaissance, surveillance and targeting acquisition (RSTA) network that may enable Ship-to-Objective Maneuver (STOM). The Extending the Littoral Battlespace Advanced Concept Technology Demonstration (ELB ACTD) will also conduct a test of its experimental over-the-horizon communications system and this system will be used to support the Millennium Dragon effort.

The experiment is being supported by Marine Forces Atlantic (MARFORLANT) and II Marine Expeditionary Force (II MEF). In total, just over 400 Marines will participate in the experiment.

The Experimental Combat Operations Center (ECOC) will be established at Gulport to allow the SPMAGTF (X) command element to simulate being at sea. The ECOC will direct limited tactical maneuver by small, human-simulated units between Gulfport and Camp Shelby. These units — two-man teams of Marines in rental cars and government vehicles — will enable the ECOC to effectively test the communications systems and C2 procedures. The technologies being used in the experiment — robotic sensors and unmanned aerial vehicles are two examples — will be operated at Camp Shelby and integrated into the simulated problem.

Millennium Dragon's simulated area of operations will cover more than 2,000 square miles of Southern Mississippi. The simulated forces's primary objective area will be near Camp Shelby, approximately 60 miles north of the command element at Gulfport. Millennium Dragon is examining experimental technologies, tactics and procedures that may enable the future conceptual doctrine, Operational Maneuver from the Sea (OMFTS) and its attendant concept, Ship-to-Objective Maneuver (STOM).

II MEF, MCWL participate in MOUT ACTD

The Military Operations in Urban Terrain Advanced Concept Technology Demonstration (MOUT ACTD), co-sponsored by MCWL and the U.S. Army's Dismounted Battlespace Battlelab in Ft. Benning, Ga., will conduct its culminating experiment at Ft. Polk, La. from 1-21 September.

The experiment is part of the Army's Joint Contingency Force Advanced Warfighting Experiment (JCF AWE) and will examine urban combat technologies and tactics.

The culminating experiment builds on information gained in 12 earlier experiments. Ten of these experiments were service experiments and two were joint experiments.

The two joint experiments featured combined Army-Marine units. For the culminating experiment, "K" Company, 3rd Battalion, 6th Marines, will be attached to 2nd Battalion, 222nd Infantry Brigade, 10th Mountain Division. "K" Company participated in training with the 10th Mountain Division at Ft. Drum, N.Y. earlier this year. In July, the company received modified Basic Urban Skills Training (BUST) from MCWL's Project Metropolis team.